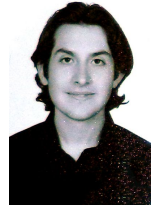


# Alejandro Velázquez Treviño

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portfolio: [www.vlzqz.com](http://www.vlzqz.com)



## Knowledge Areas

3D Animation and Modeling  
Interaction Design  
Audiovisual Production

## Education

University of Texas at Dallas  
Richardson, TX  
MA in Arts and Technology  
Instituto Tecnológico y de Estudios Superiores de Monterrey (ITESM)  
Monterrey, Nuevo León  
BA in Animation and Digital Arts

## Technical knowledge

Production Software:

Advanced:

- ↪ Autodesk Maya / Blender
- ↪ Houdini
- ↪ Photoshop / GIMP
- ↪ Illustrator / Inkscape
- ↪ After Effects
- ↪ Unity

Basic:

- ↪ Zbrush
- ↪ UDK

Proficient in the following programming languages:

- ↪ Javascript, HTML, CSS
- ↪ Java / Processing
- ↪ Python / MayaPython
- ↪ C#
- ↪ Arduino

## Language proficiency

French (B2)  
Italian (A2-B1)  
Spanish (C2/Native)

## Extracurricular Activities

Former Member of the Student Association for the Indigenous People (ITESM)  
Campus Lacrosse Club (ITESM, 2 years)

## Projects

Frontend Developer / Web designer on Gamers Mutual (2016, Worked mostly with Angular, HTML & CSS)  
Environmental Artist on *Drone Simulator 2015* (2015, 3d modeling and texturing for Unity)  
9no Congreso por los Pueblos Indígenas (Graphic Design)  
Sculpture exhibition at "Art is in the Streets" by the Lorenzo de' Medici Institute (Firenze, IT)